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# THE

# THE FLINTSTONES

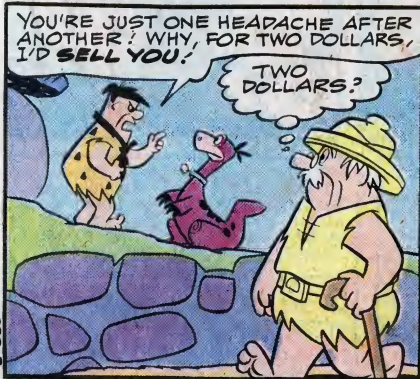
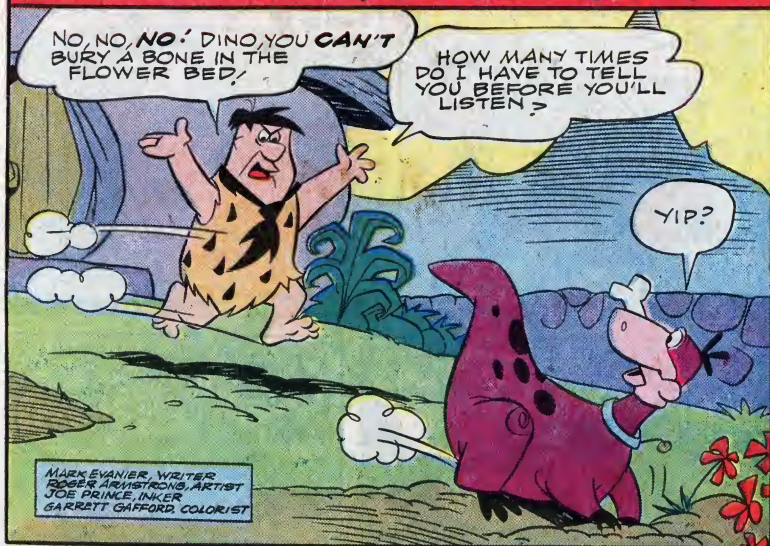


WHAT'S A  
NICE DINO DOING  
IN A STRANGE PLACE  
LIKE TYRANNOLAND?

**DINO.  
COME  
HOME**

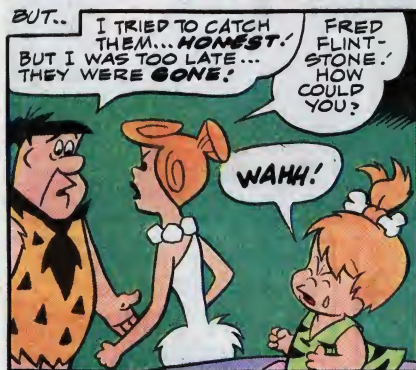


# DINO, COME HOME



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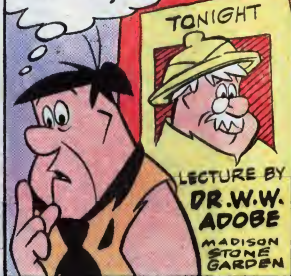
SOON,  
IN  
THE  
HEART  
OF  
TOWN...

YOU **SOLD**  
DINO...  
DEAR,  
SWEET  
ADORABLE  
DINO??

BARNEY, DON'T  
**YOU** START  
WITH ME! I TOLD  
YOU...IT WAS  
A **MISTAKE!**



NOW...WHERE DO I  
FIND THE MAN WHO  
BOUGHT DINO?  
WHERE TO  
START?



ALL DAY, FRED AND BARNEY  
QUESTION PEOPLE....

AND, HAVING HAD NO SUCCESS,  
FRED SPENDS A NONE-TOO-  
PEACEFUL NIGHT ON THE  
COUCH...

...AND  
HE WAS  
ABOUT  
THIS  
TALL!

SORRY! THE ONLY  
PERSON WHO FITS  
THAT DESCRIPTION  
IS MY WIFE,  
SWEETIE-PIE!



NO! **NO!** DON'T  
SELL ME!  
PLEASE DON'T!

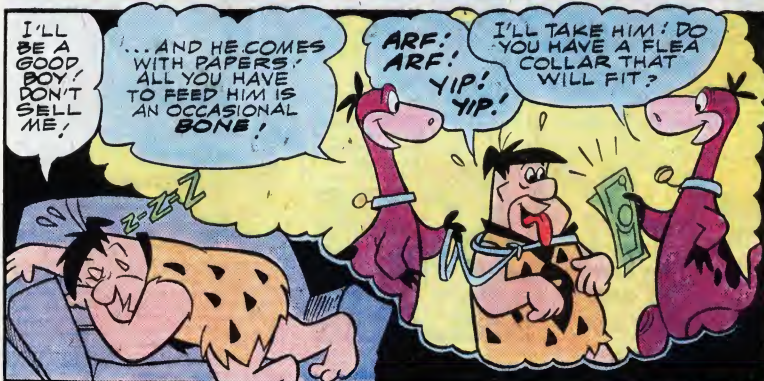


I'LL  
BE A  
GOOD  
BOY!  
DON'T  
SELL  
ME!

...AND HE COMES  
WITH PAPERS!  
ALL YOU HAVE  
TO FEED HIM IS  
AN OCCASIONAL  
BONE!

ARF!  
ARF!  
YIP!  
YIP!

I'LL TAKE HIM! DO  
YOU HAVE A FLEA  
COLLAR THAT  
WILL FIT?





I'LL ROLL OVER! I'LL PLAY DEAD! I'LL....

FRED! SOMEONE'S AT THE DOOR! ANSWER THE DOOR, FRED!



I GOT UP EARLY FOR THE MORNING PAPER AND SAW THIS MAN'S PICTURE. IT FITS YOUR DESCRIPTION!

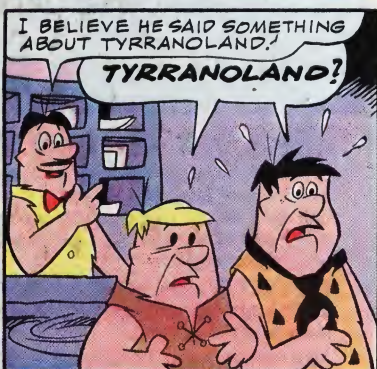
IT'S HIM! IT'S THE MAN WHO BOUGHT DINO! WE'LL LOOK HIM UP FIRST THING IN THE MORNING!



BUT...

DR. ADOBE CHECKED OUT LAST NIGHT, AFTER HIS LECTURE. HE'S AN EXPLORER, YOU KNOW, OFF TO DO RESEARCH...

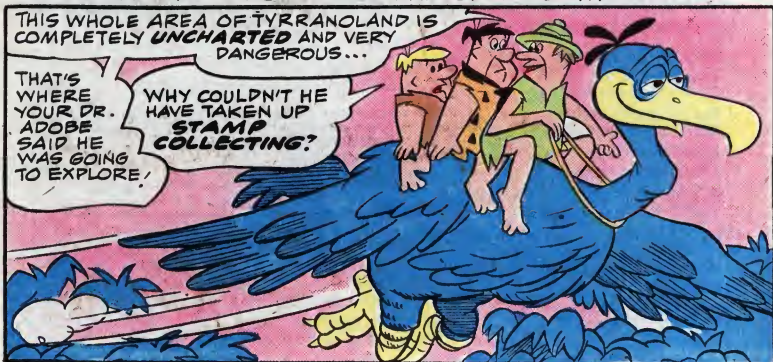
ANY IDEA WHERE?



I BELIEVE HE SAID SOMETHING ABOUT TYRRANOLAND!

TYRRANOLAND?

THERE'S JUST ONE THING TO DO = CHARTER A FLIGHT....

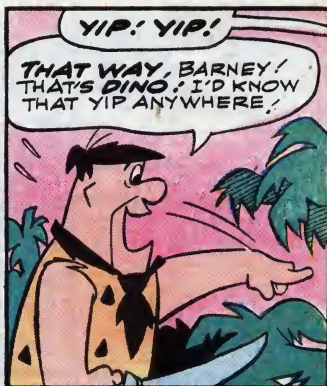


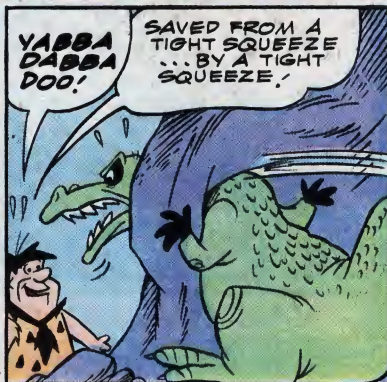
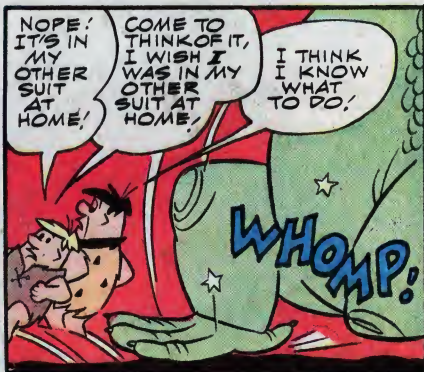
THIS WHOLE AREA OF TYRRANOLAND IS COMPLETELY UNCHARTED AND VERY DANGEROUS...

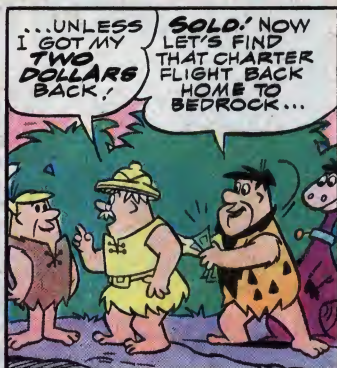
THAT'S WHERE YOUR DR. ADOBE SAID HE WAS GOING TO EXPLORE!

WHY COULDN'T HE HAVE TAKEN UP STAMP COLLECTING?

AFTER HOURS OF SEARCH....

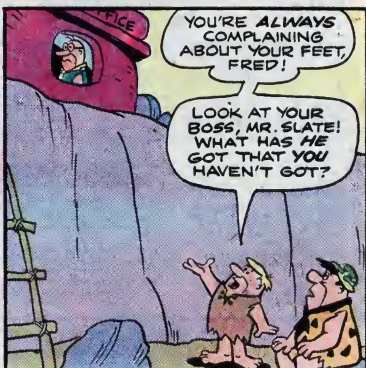
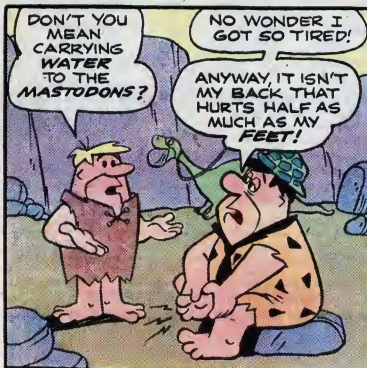
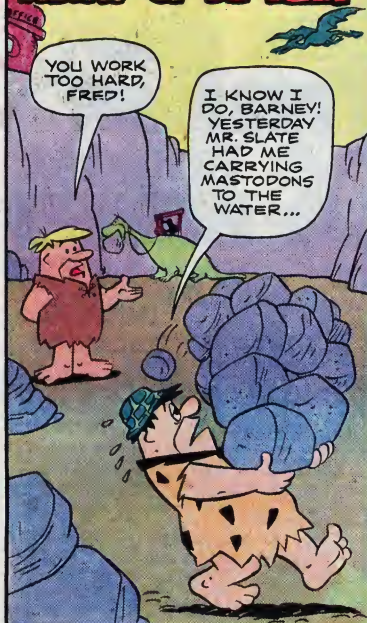


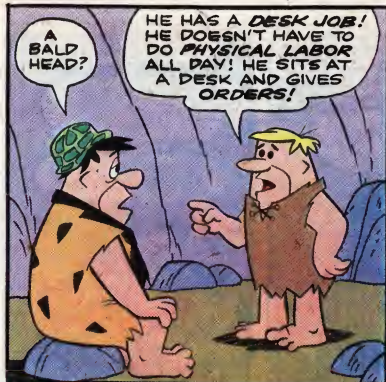


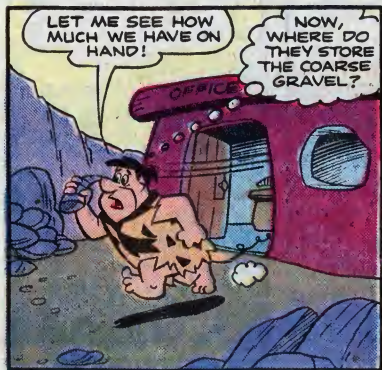


## THE FLINTSTONES

## AGONY OF DE FEET







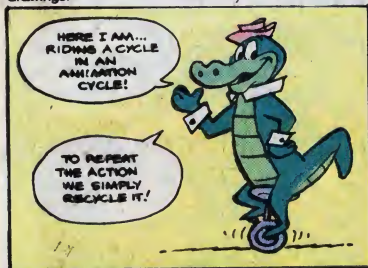


# THE FUNTASTIC WORLD OF HANNA-BARBERA

## RECYCLING ANIMATION

Hey, out there, glad to see you! This is Wally Gator... and I'm here to talk to you about the Funtastic Recycling World of Hanna-Barbera. We all know about the recycling of cans, bottles, papers and water, but not many folks know that the animation business has been recycling for many years.

You probably also know that when you see me and my buddies acting on movie and TV screens we're really a lot of still drawings arranged in a sequence of positions. When the series of drawings is flashed at the rate of twenty-four pictures a second an appearance of motion is created. That's no secret, because all motion pictures are really a series of still drawings. Artists like to draw, but it is not fun to draw the same thing over and over again, so they find ways to recycle their animation whenever they can. They look for action cycles to save doing unnecessary drawings.



A simple cycle action that is easy to draw is a turning wheel. The illusion of a fast-moving wheel can be accomplished by simply using three drawings over and over again for as long as needed. A spoked wheel is made to move by making enough drawings between spokes to give the slow turning effect wanted. again, only a few drawings are needed to get a continuous flow of action.

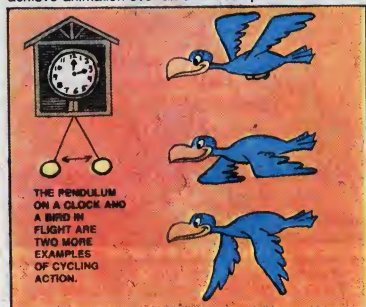


All kinds of actions can be found which have similar applications for re-using drawings in a cycle action. It might be a turning phonograph record, a spinning top, a whirling lasso, a windmill, an airplane propeller, or just about anything that turns in a regular pattern.

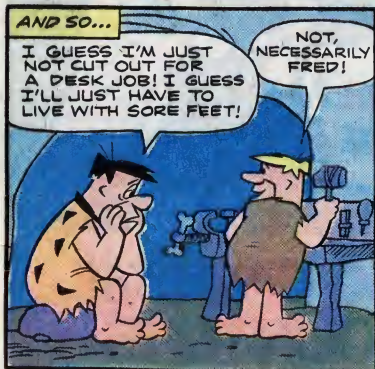
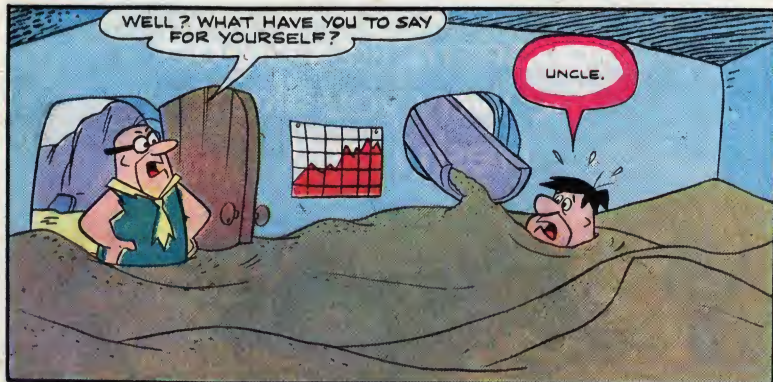
There are still many other actions that can become cycles even though they don't turn. A pendulum on a clock is a good example. Once the drawings have been made for a left to right motion, they can be repeated for the right to left action.

A bouncing ball up and down motion is a classic cycle action. This suggests other similar movements such as a yo-yo, or a monkey climbing a string.

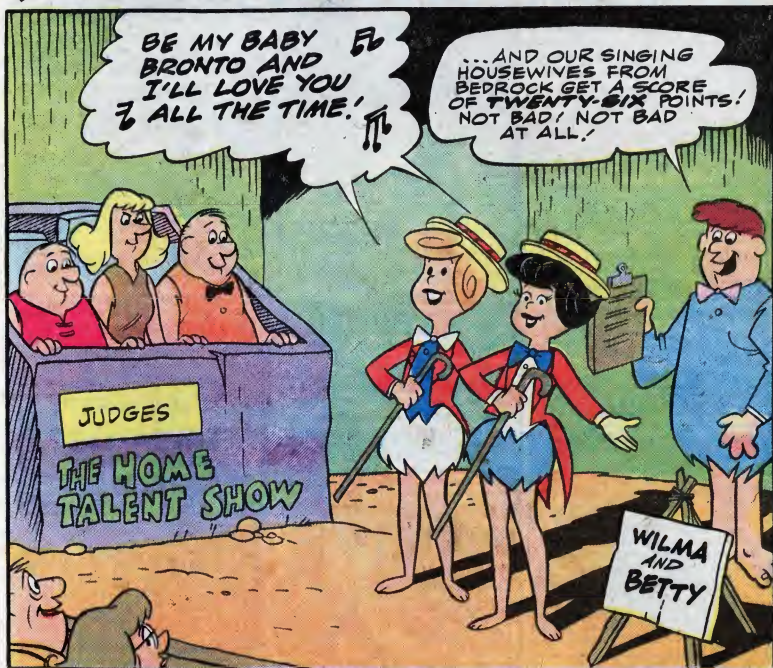
One-direction cycles are often used in animation. A dripping faucet is a good example. A gushing stream of water is the same kind of cycle technique, as is falling rain and snow, a flowing river, a sea of waves, a geyser, puffing smoke, a sparkling star or a flaming rocket's jet. All of these actions use a few drawings to achieve animation over an unlimited span of time.

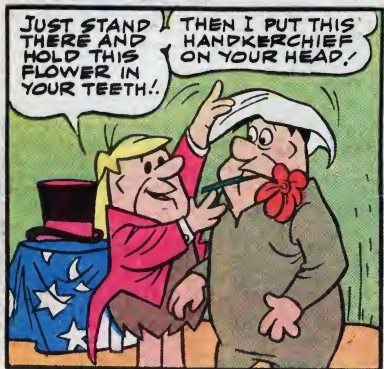


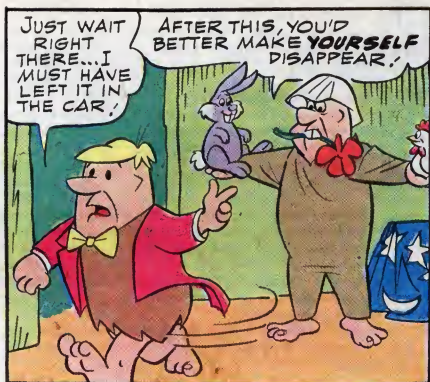
Action of characters often falls into cycle patterns also. A bird flying, a fish swimming, a person rowing a boat, swinging, crawling, walking or running, are all repeatable actions. For example, when you see me running very fast, the animator may need only four drawings of my legs in running position. By using the same four drawings over and over, the illusion of a long continuous run can be achieved. A normal walk may only need twelve drawings, while a very slow stroll might take twenty-four. But with these basic drawings I can be shown in action for as long as necessary, with no more drawings being made. So you see, that's what we mean by cycling and recycling animation in the Funtastic World of Hanna-Barbera. That's all for now. Watch for more stories about us. So long, I'll be cycling off!



HANNA-BARBERA'S  
**THE FLINTSTONES** **HIDDEN TALENT**

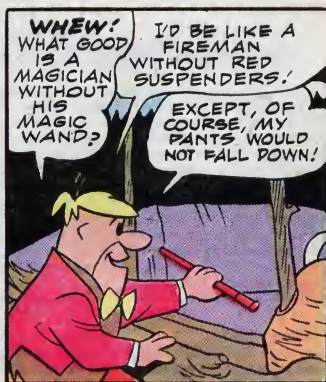






JUST WAIT RIGHT THERE...I MUST HAVE LEFT IT IN THE CAR.

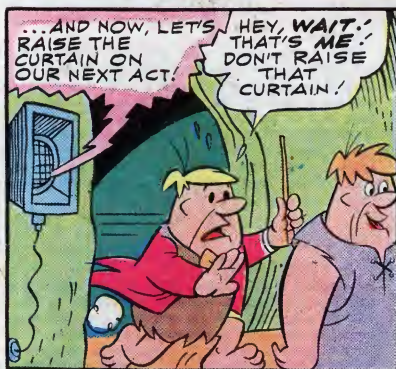
AFTER THIS, YOU'D BETTER MAKE **YOURSELF** DISAPPEAR.



WHEW! WHAT GOOD IS A MAGICIAN WITHOUT HIS MAGIC WAND?

I'D BE LIKE A FIREMAN WITHOUT RED SUSPENDERS!

EXCEPT, OF COURSE, MY PANTS WOULD NOT FALL DOWN!



...AND NOW, LET'S RAISE THE CURTAIN ON OUR NEXT ACT!

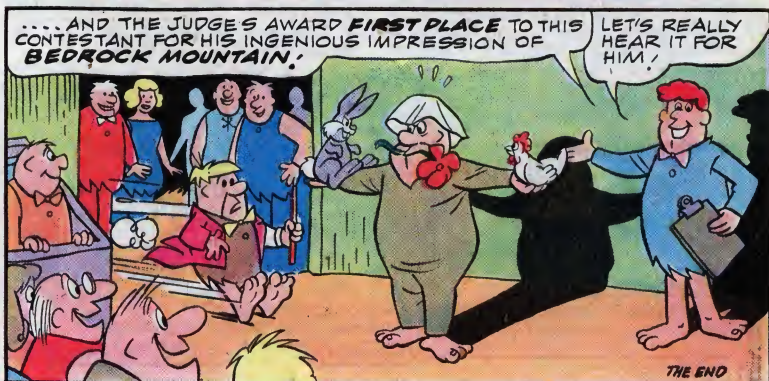
HEY, WAIT! THAT'S ME! DON'T RAISE THAT CURTAIN!



HAW HAW HAW!

MOST BRILLIANT ACT I EVER SAW!

EXCUSE ME... PARDON ME... LET ME THROUGH, PLEASE!



...AND THE JUDGES AWARD **FIRST PLACE** TO THIS CONTESTANT FOR HIS INGENIOUS IMPRESSION OF **BEDROCK MOUNTAIN!**

LET'S REALLY HEAR IT FOR HIM!

THE END

HANNA-BARBERA'S

# YOGI BEAR

## UNUSUAL PROSPECTS

I'M AFRAID YOU WON'T FIND ANY **VALUABLE MINERALS** HERE IN JELLYSTONE, SIR!

WELL, I SURE AIM TO TRY, SONNY!

OBSERVE, MY FURRY FRIEND... A PROSPECTOR HARD AT WORK! HE'S PROBABLY LOADED DOWN WITH PIC-A-NIC TYPE GOODIES!

THE RANGER ISN'T GONNA TO LIKE THIS, YOGI!

I ALWAYS SAY "THE RANGER ISN'T GONNA LIKE THIS" AND THE RANGER NEVER DOES LIKE WHATEVER IT IS...

BUT, SOMEHOW, THAT NEVER STOPS YOGI!

CARE TO SEE A FOR-REAL MAP TO ALL THE **GOLD** IN THESE PARTS, FORTY-NINER? IT'LL ONLY COST YOU ONE PICNIC BASKET!

I'M NOT LOOKIN' FOR GOLD!

DID I SAY "GOLD?" I'M SORRY—I MEANT TO SAY "SILVER!" THIS IS A MAP TO FIND SILVER!

SELL IT TO THE LONE RANGER! I'M NOT LOOKIN' FOR SILVER, EITHER!

